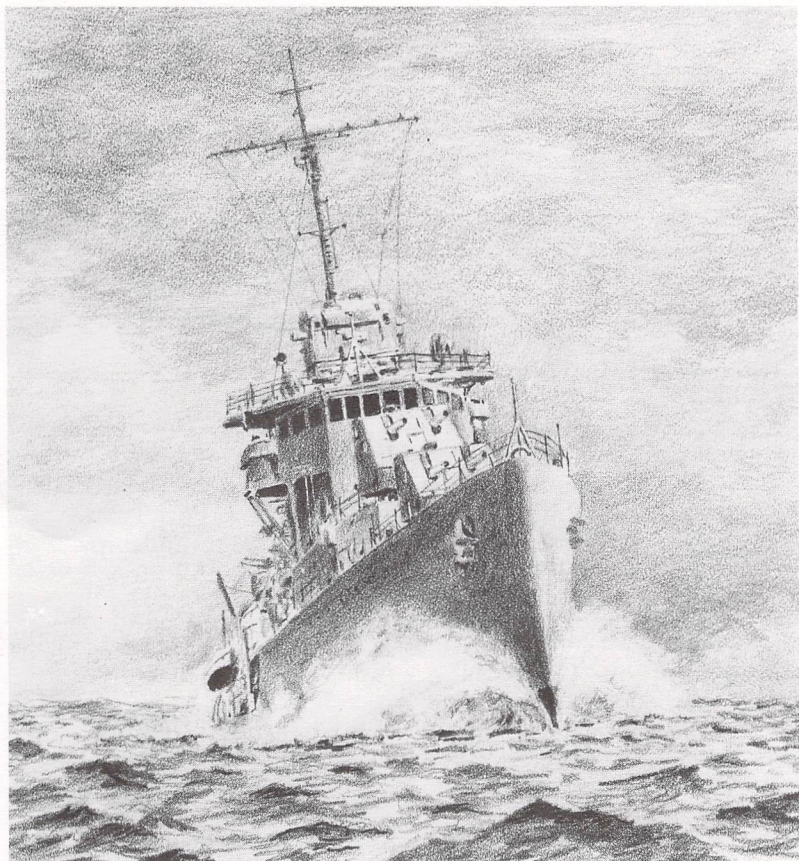# DESTROYER ESCORT ™

MICROPLAY ™
SOFTWARE

DESTROYER ESCORT™ TECHNICAL SUPPLEMENT

for Commodore C-64/C-64C/C-128 Computers

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LOADING

Destroyer Escort requires a C-64, C-64C or C-128 with a 1541 or 1571 disk drive and a joystick. Follow these steps below to load:

1. Turn off your computer and disk drive.

2. Attach one joystick in port #2. Do NOT leave a joystick in port #1 (a joystick there can scramble the controls).

3. Turn on your disk drive. WARNING: Do not leave a disk in a C64's 1541 drive when you turn it on or off — your disk could be damaged in certain early-model drives.

4. Remove all cartridges from your computer.

5. If using a C64 or C64C
    A. Turn on your computer.
    B. Insert the DESTROYER ESCORT disk, label upward (side 1 up).
    C. Type the following:
           LOAD "*", 8, 1
and press RETURN. After loading leave the disk in the drive.

6. If using a C128:
    A. Insert the DESTROYER ESCORT disk, label upward (side 1 up).
    B. Turn on your computer. The program will load automatically. After loading leave the disk in the drive.

7. Empty Drives
    IMPORTANT: During play, *always* leave your DESTROYER ESCORT game disk in the drive.

8. Exiting the Game
    To finish play remove the game disk, then turn off your computer.

LOADING PROBLEMS?

If the program does not load or run correctly, turn off BOTH the computer and the disk drive, leave them off for at least 10 seconds, then try again.

If it still doesn't load or run correctly, turn off your computer, disk drive, and all other attached equipment. Disconnect all peripheral devices, such as printers, modems, light pens, graphics tablets, mice, etc. DESTROYER ESCORT uses memory in odd locations. Sometimes attached equipment uses this same RAM memory, destroying necessary parts of the game program.

Note that DESTROYER ESCORT uses a proprietary fast-load-from-disk routine that speeds up disk access as much as nine times normal. Since the loader is customized for this game, it is faster than general-purpose cartridge fast-load programs. Therefore, do NOT attempt to use a fast-load cartridge program with this game, as the techniques almost always conflict. Similarly, non-Commodore disk drives may or may not work, depending on their level of compatibility.

If none of the above solves your problem, try loading the program on another machine. If it loads correctly on that computer, your difficulties are in your hardware. In this case you must have your hardware repaired — we could replace your software with new copies forever and the game would still have problems! The most common problem is a disk drive out of alignment. Disk drives can be very sensitive — something as minor as a gentle bump can throw it out of alignment. Have a local dealer or service department readjust it.

If you have trouble loading on other machines as well as your own, you may be one of the tiny percentage who have a defective disk. This can occur, despite our quality checks on the production line, and then again prior to shipment. In such cases, contact Micro-Prose Customer Service at (301) 771-1151 Monday through Friday, 9am-5pm EST. Please have pencil and paper handy before your call.

CONTROLS SUMMARY

The *controller* referred to in the manual is your JOYSTICK. The *selector* is the joystick FIRE BUTTON. The *pointer* is the joystick CURSOR that appears on your screen.

KEYBOARD COMMANDS

In addition to the specific controls described in the manual for each battle station, there are a number of keyboard commands that can be used during play. Some of these commands duplicate a joystick control and others are unique. The keyboard commands are described below, and listed on the Keyboard Commands Chart at the end of this insert.

Location Selections

Bridge Station: The bridge can be accessed from any other game station by pressing RETURN.

Battle Stations: These stations can be accessed from any station except the bridge by pressing the corresponding number key (not function key) -

Navigation	1
Map	2
Damage	3
Status	4
5" Gun	5
AA Gun	6
Depth Charges	7
Torpedo	8

Port/Forward and Starboard/Aft Weapons Stations: The 5" gun has two stations, one facing forward from the ship and one to the rear (aft). There are two torpedo stations also, one facing to port (the ship's left side) and one to starboard (to the right). When you access one of these stations, it is identified. For example, the forward 5" gun station is identified as the "FWD GUN." You can access the station for the weapon facing in the opposite direction by pressing the corresponding function key -

Port/Forward	f1
Starboard/Aft	f3

Destroyer Controls

Although the speed and course of the destroyer is normally directed from the navigation station, you can make changes from other battle stations (5" gun, AA gun, depth charges, torpedo, damage, and status).

- Speed/+ Speed: The Up/Down Cursor key controls your ship's speed. Pressing this key by itself (Down Cursor) reduces speed by one increment. Pressing this key while simultaneously holding down the Shift key (Up Cursor) increases speed by one increment.

Starboard Turn/Port Turn: The Left/Right Cursor key controls your ship's heading by changing the turn indicator lights. Pressing this key by itself (Right Cursor) increases the sharpness of your turn by one increment to starboard. Pressing this key while holding down the Shift key (Left Cursor) changes your heading one increment to port.

Amidships: To center your rudder and steer amidships (stop turning), press the Commodore key.

All Stop: To stop all engines and reduce your speed to 0 knots, press the CTRL key.

Depth Charges: At the depth charge station, pressing the function keys f1, f3, f5, and f7 will launch depth charges from the starboard ready rack, the port ready rack, starboard K gun, and port K gun, respectively.

Automatic Attacks

While at the bridge station (only) you may generate an air, ship, or submarine attack with a single key. These keys do not function if you are already under attack.

Air Attack	A key
Ship Attack	S key
Submarine Attack	U key

Miscellaneous Controls

Teletype-Default: Press the f7 key to skip all or part of the options and messages at the teletype station. For a detailed description of what this key does, refer to the Teletype Default Key paragraph in the manual section Your First Mission.

Repeat Message: To repeat the last message that flashed in the message window press the R key.

Zoom Plot Board: At the navigation station you can zoom the plotting board scale by pressing the + key.

Unzoom Plot Board: At the navigation station you can unzoom the plotting board scale by pressing the - key.

Pause/Resume: At any time while the game is in progress you may pause play by pressing the Space Bar. The word "Pause" appears in the message window. To resume play, press the Space Bar again.

Quit Game: You may quit the game and return to the teletype by pressing the Q key. This key only works when you are at the bridge station.

Yes/No: Press the Y key for "yes" and the N key for "no."

Exit: Press the RETURN key to exit Naval Headquarters.

COLOR INDICATORS

At several battle stations colored lights indicate the status or setting of ship equipment.

5" Gun: The ready light is *green* when the gun is "ready" to fire and *yellow* when "not ready."

AA Gun: The gun temperature gauge is *green* when the gun is cool and ready to fire, *yellow* when the gun is overheating, and *red* when too hot to fire.

Depth Charges: The depth charge ready lights are *green* when the corresponding rack or K gun is ready to fire, and *yellow* when the launcher is not ready to fire. The *green* light on the fuse setting shows the depth where depth charges are set to go off. Inactive settings are *yellow*.

Torpedo Launcher: The ready light is *green* when the launcher tube is loaded and *yellow* when the tube is unloaded.

Ship's Status: The amount of fuel remaining on board your ship is indicated by *green* bars in the fuel gauge.

GAME CONTROLS

Controller	Joystick
Selector	Fire button
Pointer	Joystick cursor

COLOR CHART

5" Gun Station

Ready Light	Green	Ready
	Yellow	Not ready

AA Gun Station

Gun Temperature	Green	Ready
Gauge	Yellow	Overheating
	Red	Hot

Depth Charge Station

Ready Light	Green	Ready
	Yellow	Not ready
Fuse Setting	Green	Explosion depth
	Yellow	Inactive setting

Torpedo Station

Ready Light	Green	Loaded
	Yellow	Not loaded

Damage Station

Fuel Gauge	Green	Remaining fuel

KEYBOARD COMMANDS CHART

KEY	COMMAND

Go to Battle Stations

KEY	COMMAND
RETURN	Bridge
1	Navigation
2	Map
3	Damage
4	Status
5	5" Gun
6	AA Gun
7	Depth Charges
8	Torpedo
f1	Port/Forward
f3	Starboard/Aft

Destroyer Controls

KEY	COMMAND
Cursor Up/Down	- Speed
Shift + Cursor Up/Down	+ Speed
Cursor Left/Right	Starboard Turn
Shift + Cursor Left/Right	Port Turn
Commodore key	Amidships
CTRL	All Stop
f1, f3, f5, f7	Fire Depth Charges

Miscellaneous Controls

KEY	COMMAND
f7	Teletype Default
R	Repeat Message
+	Zoom Plot Board
-	Un-Zoom Plot Board
Space Bar	Pause/Resume
Q	Quit Game (Bridge only)
Y	Yes
N	No
Return	Exit (From Naval HQ only)

Automatic Attacks (from Bridge Station only)

KEY	COMMAND
A	Air Attack
S	Ship Attack
U	U-Boat Attack